

## Activities (Continued)

**Objective:** Move from one position to another by following specific directions.

**Procedure:** In the *Play a Game* mode, a scene containing several objects and characters from the tale appears on the screen. The student moves a marker to a specific part of the scene as directed. After completing several one-step directions in this way, the student automatically moves to the *Do Patterns* mode. In the *Do Patterns* mode, the student follows a series of directions to move a marker in a particular pattern on a grid. Each step is reviewed, and any incorrect moves are explained.

## Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cutout in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

## Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If any program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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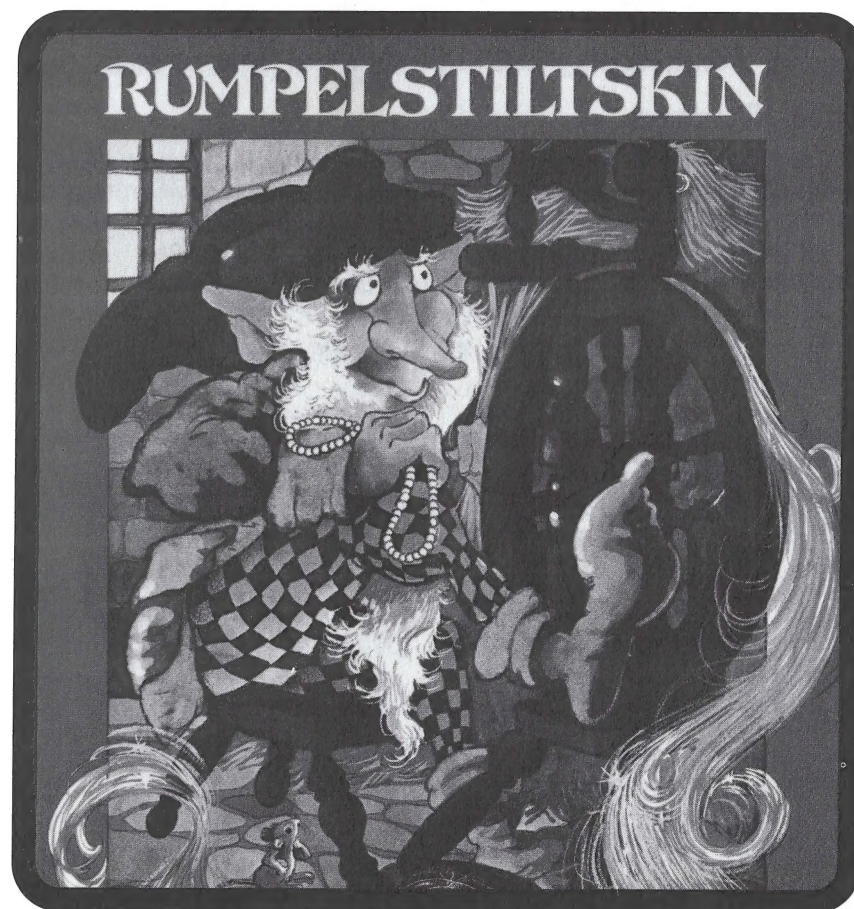
**Troll Associates**  
100 Corporate Drive, Mahwah, N.J. 07430

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# Troll

MICRO

## COURSEWARE USER'S GUIDE



**Troll Micro-Software**



# Rumpelstiltskin

## Micro User's Guide

### System Requirements

1. Apple IIc, IIe, II+, or II (with Applesoft and at least 48K of RAM).
2. One disk drive.
3. A TV set or video monitor (color is recommended).

### How to Use This Program

Troll Micro Tales team up classic tales by master storytellers with micro-computer activities designed to build reading skills. The software activities in **Rumpelstiltskin** focus on the following specific skills: understanding a sequence of events, recalling facts and details, and following directions.

### Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cutout facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title. Then the menu appears.

- 1 Sequencing
- 2 Tick-Tack-Toe
- 3 Following Directions

To choose an activity, the student simply presses the number of that choice. The activity will load and run automatically.

### Special Keys

**H** Help

**CONTROL** **X** End the Game

**CONTROL** **O** Turn Sound On or Off

# The Activities

## Sequencing

**Main Skill:** Understanding a Sequence of Events

**Additional Skills:** Recalling Details, Comprehension

**Setting Up:** Student types his or her name and indicates preference regarding optional sound.

**Objective:** Arrange two sets of four sentences each into sequential order so they retell the story.

**Procedure:** Four sentences appear. The student uses the space bar to select the sentence that tells what happened first, then presses RETURN. The procedure is repeated for sentences 2, 3, and 4 in the sequence. Then four more sentences appear, and the procedure is repeated for sentences 5-8 in the sequence. Any incorrectly numbered sentences are highlighted, and the student may renumber them. Then all eight sentences appear in order, accompanied by animated pictures.

## Tick-Tack-Toe

**Main Skill:** Recalling Facts and Details

**Additional Skills:** Comprehension, Thinking Skills

**Setting Up:** Student enters the number of players and their names. (If only one student is playing, he or she will play against the computer.) Student indicates preference regarding optional sound, and each player chooses a marker.

**Objective:** Place three markers in a row, column, or line by answering questions.

**Procedure:** The first player selects a box on the board, and must answer a true/false question correctly to place his or her marker in that box. Play alternates between players until one player wins or until all boxes are filled.

## Following Directions

**Main Skill:** Following Directions

**Additional Skills:** Recognizing Patterns, Memory Skills

**Setting Up:** Student enters his or her name, and indicates preference regarding optional sound. Student then chooses to *Play a Game* or *Do Patterns*.

(Continued)